PlayStation
PAL
DEVIL
DICE
™
SONY
COMPUTER
ENTERTAINMENT
PlayStation®

SETTING UP

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the DEVIL DICE™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.

PLEASE NOTE: All screenshots for this manual have been taken from the English version of this game. Some screenshots have been taken from pre-completion screens that might differ slightly from those in the finished game.

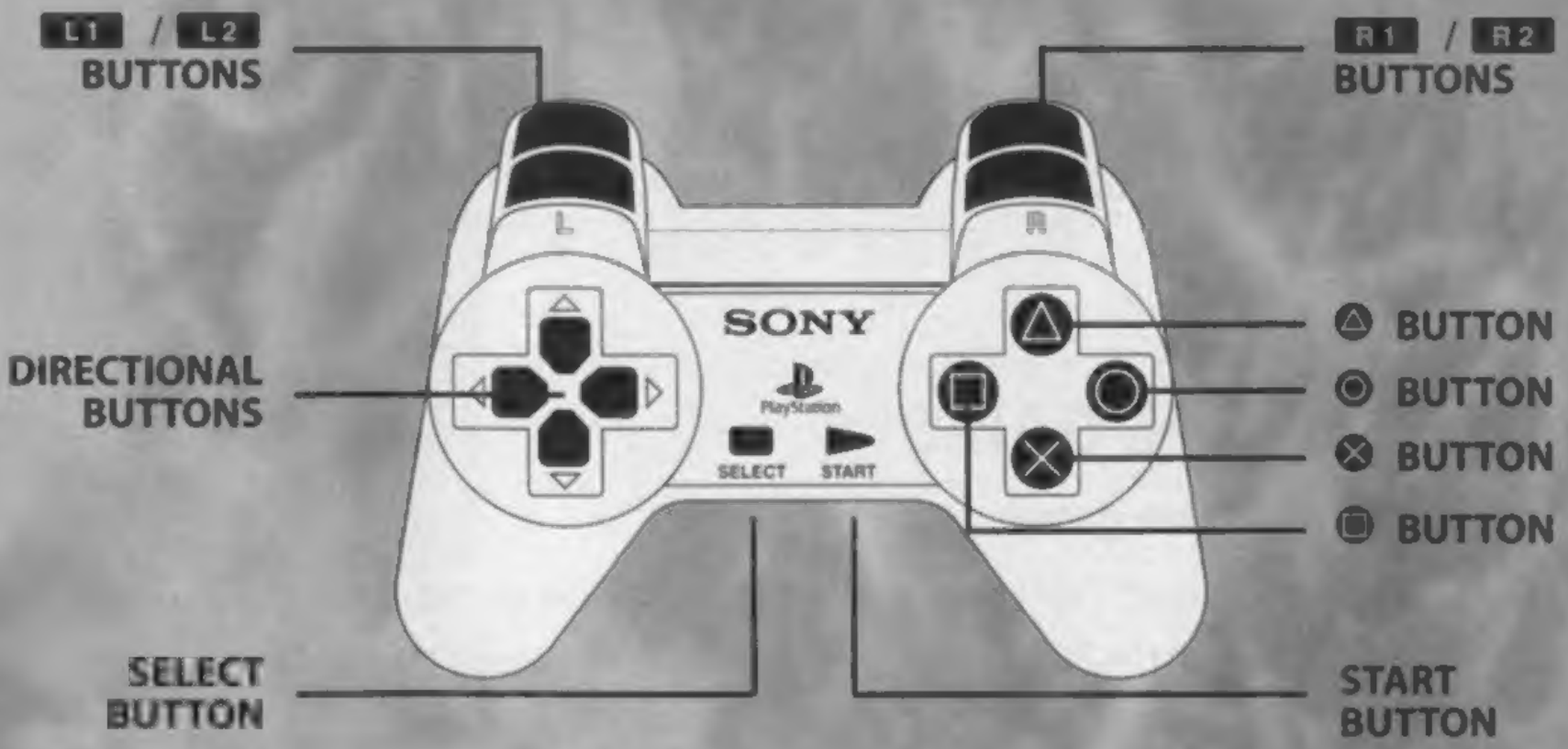
LANGUAGE SELECTION

Use the directional buttons to guide the Little Devil onto your desired language, then press the ⊗ button to select.

Key to symbols:

T	**TRIAL MODE**
W	**WARS MODE**
P	**PUZZLE MODE**

CONTROLS



L2, R2 buttons	P SELECT A DIFFERENT STAGE (IN-GAME).
Directional buttons	MOVE CURSOR ON MENUS MOVE LITTLE DEVIL IN-GAME
SELECT + **START** button	RETURN TO MAIN MENU (CONTROLLER 1)
SELECT button	T RESTART P START OVER

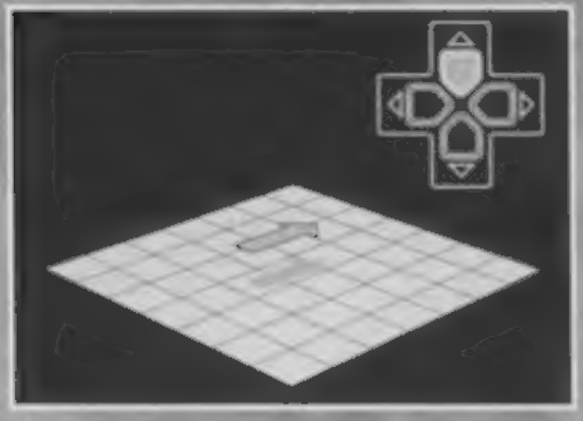
L1 / R1 buttons	P MOVE VIEWPOINT
△ button	W CHECK POWER VALUE CANCEL ON MENUS
⊗ button	CONFIRM SELECTION ON MENUS CHECK CURRENT POSITION IN-GAME
START button	PAUSE IN-GAME

RULES OF THE GAME

1. The object of the game

The object is to get rid of the dice that appear on the field one after another. Use the Little Devils to roll the dice, making the dice disappear as quickly and effectively as possible.

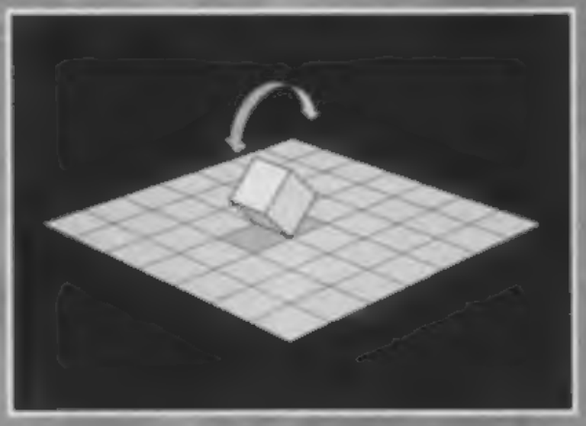
There is an on-screen manual that is accessible simply by selecting M from the **OPTION** menu.

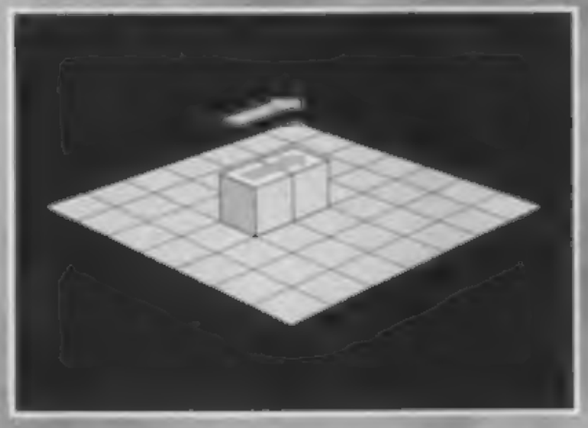


2. How to get the Little Devils moving

The Little Devils are controlled using the directional buttons.
The **UP** directional button corresponds to the top right-hand corner of the screen.

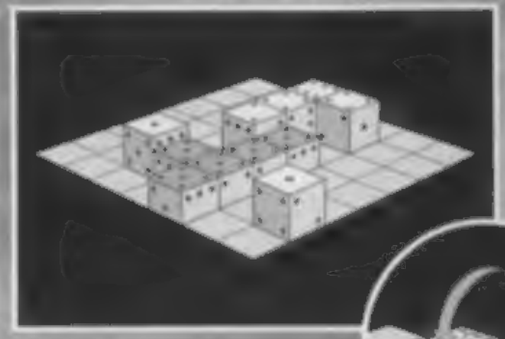
When a Little Devil is positioned on a dice, he rolls it like an acrobat riding a ball.

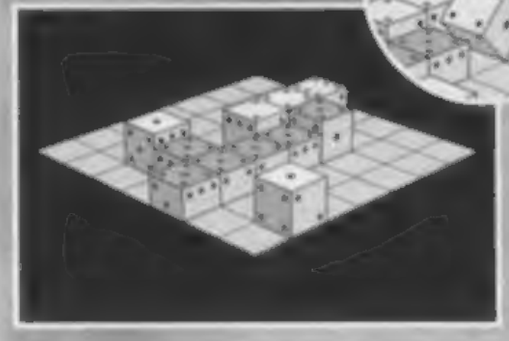




When there are dice in the Little Devil's way, move him over the top of the dice.

3. How to make the dice disappear by creating chains





You can make dice disappear by lining up vertically or horizontally at least as many dice as the number of dots.

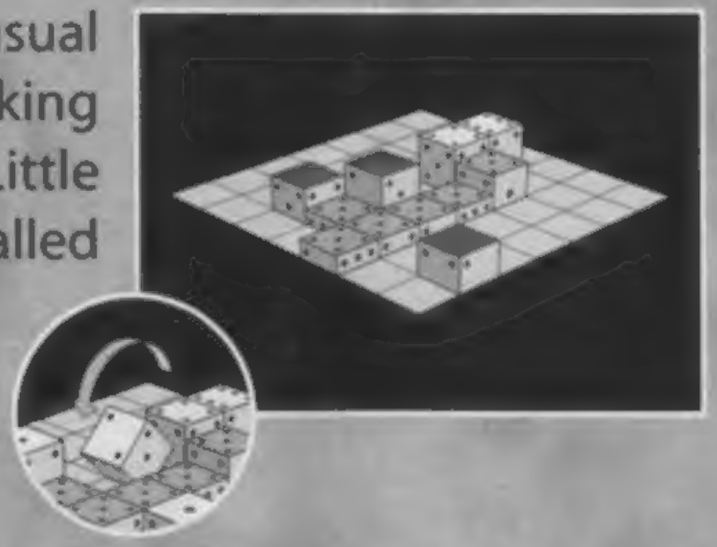
For example, if you line up five ⁙ each of these dice will all disappear.

Dice disappear by sinking down into the field and if you're quick enough to join up more dice with the same number of dots to the dice that are sinking, then the new dice will sink too.

This method of play is called making a chain.

4. Making · disappear - a move known as a Happy One'

The · cannot be made to disappear in the usual way However, if you join up a · to the sinking dice, every · other than the one that the Little Devil is standing on, will disappear. This is called the Happy One rule.



MENUS

1. Main Menu

When you press the **START** button on the Title Screen, the Main Menu will appear. Select the desired menus and modes by moving the Little Devil, and confirm your selections by pressing the ⊗ button.

M	Opens the detailed manual for Devil Dice.
O	Brings up the Options Menu used to consult the ranking and to change settings.
T B W P	Start the different game modes (see the GAME Mode section later in this manual).

2. Pause Menu

If you press the **START** button during a game, the game will be paused, and the Pause Menu will appear.

CANCEL	Cancels this menu, and so resumes the game.
BGM	Changes the background music.
CAMERA	Changes the viewpoint during the game - T B W modes only. Press the ⊗ button to go to the camera menu. On the camera menu, use the directional buttons to alter the angle, the ▣ button to zoom-in, the ◉ button to zoom-out, and the **SELECT** button to return to default.
STAGE	Returns you to the SELECT STAGE Menu - P mode only.
RESTART	Starts the current game over again from the beginning.
EXIT	Returns you to the Main Menu.

3. Saving and Loading

When you return to the Main Menu from TRIAL Mode or PUZZLE Mode, the Save Confirmation box appears. If you want to save your data, press the ⊗ button.

NOTE: When booting up with a Memory Card containing a previously saved Devil Dice game, the data is loaded automatically. The **SAVE** and **LOAD** operations are all carried out on the Memory Card in Memory Card Slot 1.

4. OPTION Menu

This is the menu you need to use to consult the record score ranking, to save or load data, and to change settings. Note that if you select **EXIT**, or press the △ button, you will be returned to the previous menu.

RANKING

Selecting this option will bring up the Record display. You can switch the displayed ranking by pressing the ⊗ button. For more information on the score data, see the DATA section further on in this manual.

MEMORY CARD

SAVE	This saves game data to a Memory Card
LOAD	This loads game data from a Memory Card.

CONFIG

GALLERY	This is a secret added extra. After you've played a few games, come back here to see what you can find!
SPEED	This is used to set the speed of the Little Devils. Use the **LEFT/RIGHT** directional buttons to highlight the stars to make the Devils move faster (two stars) or slower (no stars).
ADJUST	This is used to adjust the positioning of the game screen. Press the ⊗ button to enter the Adjust screen function, then use the directional buttons to adjust the screen, then press the △ button to return to the **OPTION** menu.

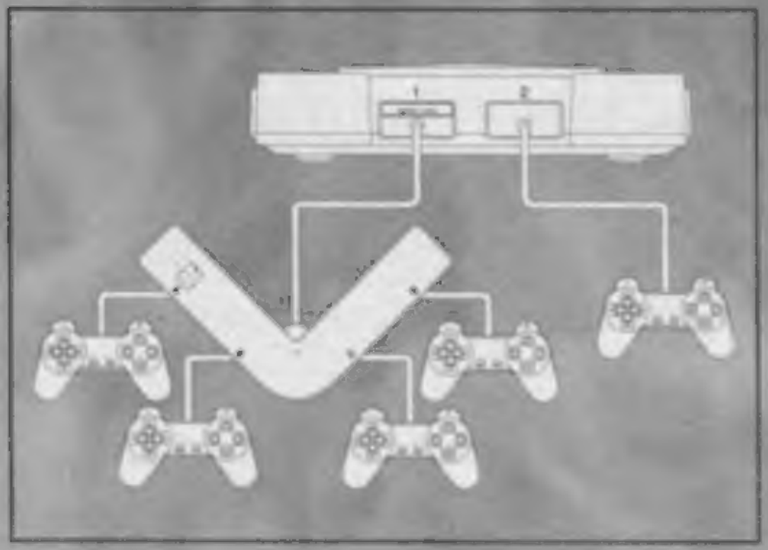
SOUND

BGM VOL	This is used to adjust the volume of the background music. Use the **LEFT/RIGHT** directional buttons to raise or lower the volume.
SE VOL	This is used to adjust the sound effects volume. Use the **LEFT/RIGHT** directional buttons to raise or lower the volume.
BGM	You can use this to select your preferred background music.
SE	Use this to select your preferred sound effects.

GAME MODES

There are four game modes. For detailed information on each mode, consult the following pages of this manual. Alternatively, you can access this information by selecting the Manual Menu using M.

T **TRIAL**	B **BATTLE**	W **WARS**	P **PUZZLE**
This is a basic mode, where you add to your score by making dice disappear.	In this mode, you fight your opponent for the premium on the dots on the dice (to raise your own score). This is either a 1 or 2 Player game.	In this mode, up to five players can play at once. The aim is to be the sole survivor. You will need a Multi Tap for this - see below.	In this mode, you solve puzzles to get rid of all the dice in the field



Using the Multi Tap

To enable three or more players to play at the same time, you will need a Multi Tap, which is sold separately. ***NOTE:*** When using a Multi Tap, ensure that a Controller is inserted into Controller port 1-A, and that any additional Controllers are inserted sequentially.

TRIAL MODE

This is the basic mode, in which the aim is to get rid of the dice as efficiently as possible.

ENDLESS This is the simplest mode within the TRIAL Mode. You can play until the field is full of dice.

TIME LIMITED In this mode, playing time is limited to three minutes.

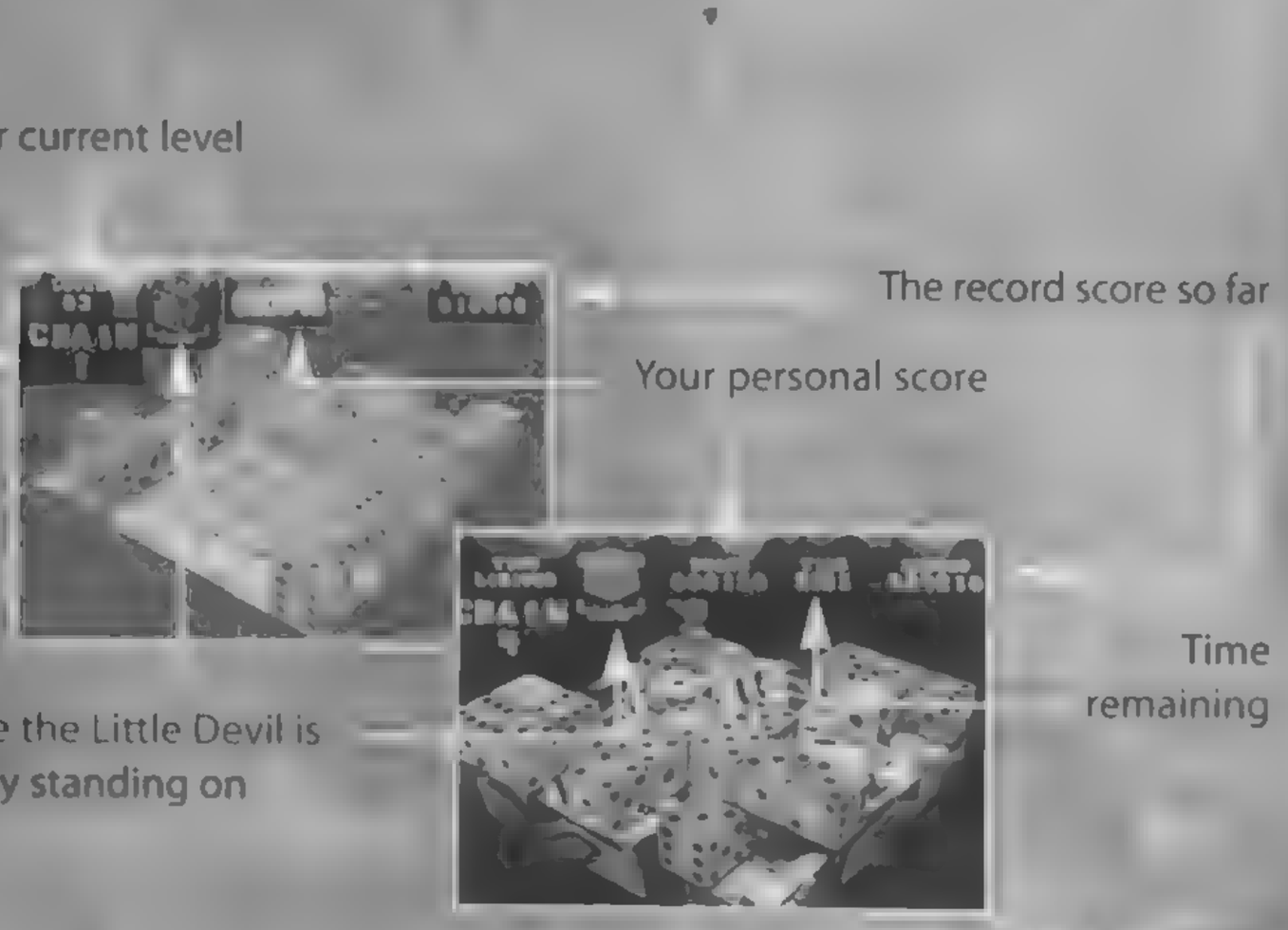
EXHIBITION In this mode, two players co-operate to make the dice disappear. Note that the EXHIBITION option does not appear unless there are two Controllers connected. Also, EXHIBITION scores are not registered in the overall ranking.

SCORES

When a game ends, the score is displayed. If your score is high enough to go in the records ranking, your name will be registered. If you press the ◉ button while the RANKING display is on the screen, the full score data will appear.

For more information on score data, refer to the DATA section later in this manual.

TRIAL SCREEN



BATTLE MODE

In BATTLE Mode, players fight for the premium on the dots on the dice. Each number of dots from ⚀ to ⚅ has its own 'premium', and the player who finally eliminates the dice with those dots gains that premium. The winner is the first player to fill up his or her Premium gauge.

VS MAN - 2 PLAYER GAME

Here, two players play against one another. Note that this option is only displayed if there are two Controllers connected.

VS COM - 1 PLAYER GAME

Here, one player plays against the computer.

SETTING

This is used to change the game settings. Move the cursor to the setting you want to change, then change it using the **LEFT/RIGHT** directional buttons and/or the ⊗ button.

TIME	Sets the time limit - 3 Minutes, 5 Minutes or Infinity (∞)
DICE	Sets the type of dice (see the TYPES OF DICE section for more details).
FIELD	Sets the field size and pattern.
EXIT	Takes you out of this menu when you have finished changing the settings.

BATTLE SCREEN

WARS MODE

This is a game of survival in which up to five players can play at the same time. Getting rid of dice with ⚀ to ⚂ increases your own attacking power and lowers the strength of your opponents, while making a ⚀ disappear restores your own strength. The winner is the player whose strength lasts the longest. If you set a time limit for a match, the winner is the player with the most strength left at the end of the allotted time.

FIGHT!

Select this option to start the game. Five Devils compete, and up to five human players can participate, providing that each player presses the ⊗ button on their Controller before the game is started. If there are less than five human players, the computer will control the remaining Devils.

SETTING

Select this option when you want to change settings. Move the cursor to the particular setting you want to change, then make the alteration using the **LEFT/RIGHT** directional buttons and the ⊗ button.

MATCHES	This sets the number of matches to be played. The number you select is the number of matches you have to win in order to win the war - so if you select 3, you must win three matches, not the best out of three.
TIME	And this sets whatever time limit you choose - 3 Minutes, 5 Minutes or Infinity (∞)
DICE	Selects the type of dice to be used (see the TYPES OF DICE section for more details).
FIELD	Sets the field size and pattern.
GAUGE	Sets the strength gauge display method.
EXIT	Takes you out of this menu when you have finished changing the settings.

WARS SCREEN

Strength gauge
Strength remaining
Leader mark

Time remaining

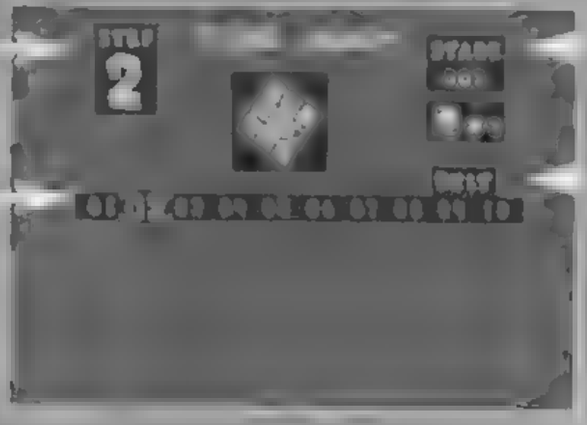
PUZZLE MODE

In PUZZLE Mode, the aim is to solve puzzles by making use of various techniques. To solve a stage, you have to get rid of all the dice in the field, within a certain number of steps.

STAGE SELECT MENU

When you select the stage you want to solve, the game starts. Numbers of stages not yet solved appear dark on the list. Selecting EXIT will take you back to the Main Menu.

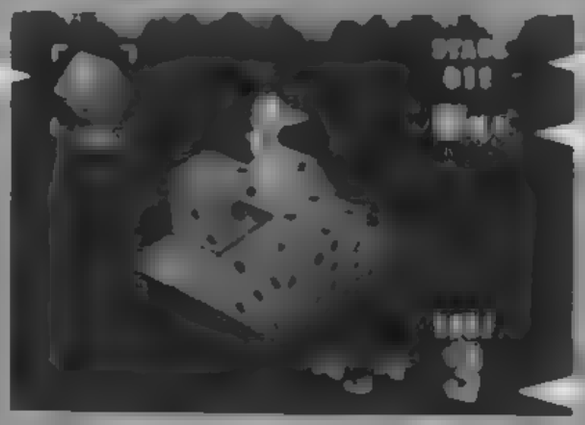
Stage Number.
List of stages



Stage information
EXIT

PUZZLE SCREEN

The dice the Little Devil is currently standing on



Stage Number

Hint (ie dice to go for first. For more helpful hints, see the HINTS section at towards the rear of this manual)

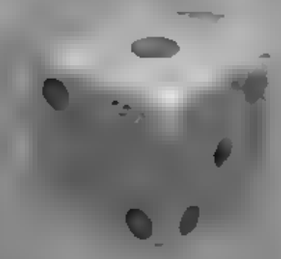
Number of steps remaining

DATA

What the score data means

TIME	Time played
LEVEL	Level
MAX CHAIN	Maximum chain size
MCS	Highest score obtained in a single chain
SCORE	Score
DICE	Number of dice eliminated for each number of dots
AVERAGE	Average number of dots eliminated

TYPES OF DICE



NORMAL

Normal dice are coloured. When pushed, they do not roll, but slide instead.

WOOD

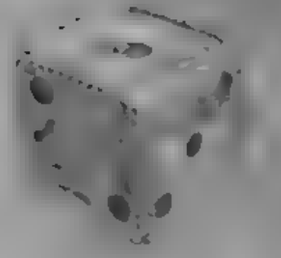
When pushed, a wooden dice rolls in the same way as the Little Devil who rolls it.

ICE

When pushed, dice made of ice slide until they bump into the edge of the field or another obstruction. Watch out - if an ice block collides with another ice block it will stop, but it will send the other ice block moving in its place.

STONE

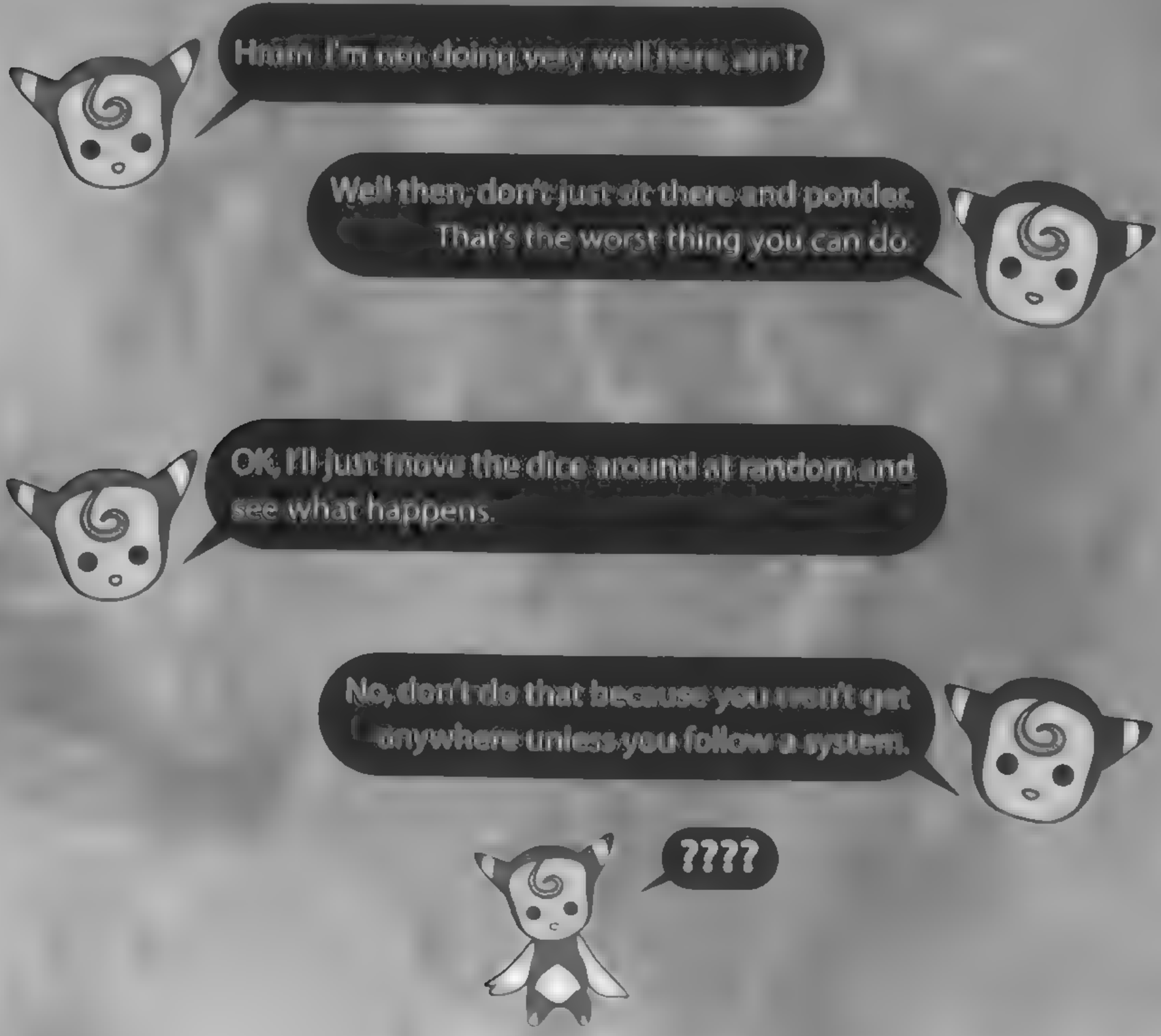
Stone dice cannot be pushed. If a stone rolls over a Little Devil this will prove fatal.



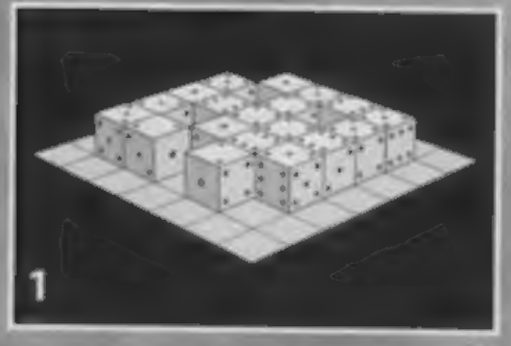
IRON

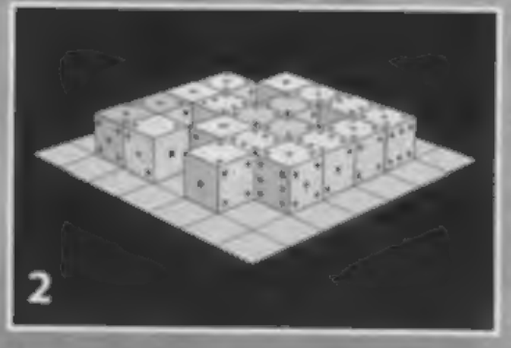
Iron dice cannot be pushed, nor can Little Devils stand on them.

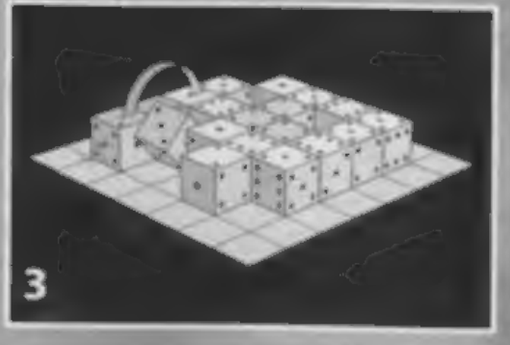
DEVILISHLY HELPFUL HINTS

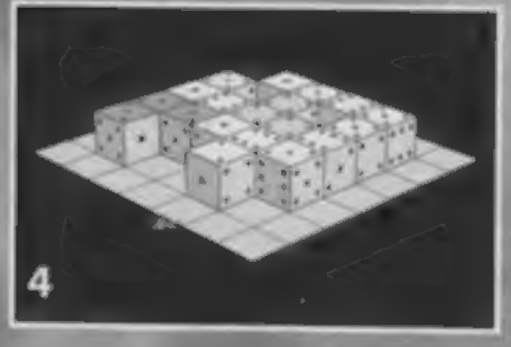


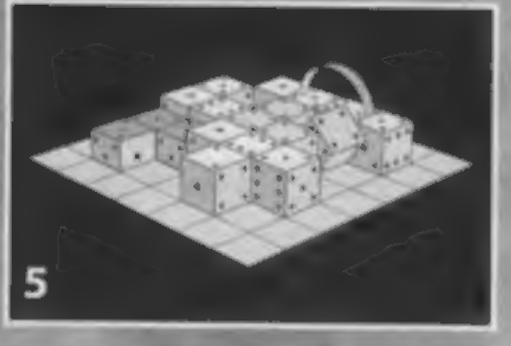
Firstly, let's look at the field as a whole, and find a place where there are already several dice with the same number. Next, bring any other dice with the same number over to join the first ones. Until you get more skilled, it's best to concentrate on a low number like

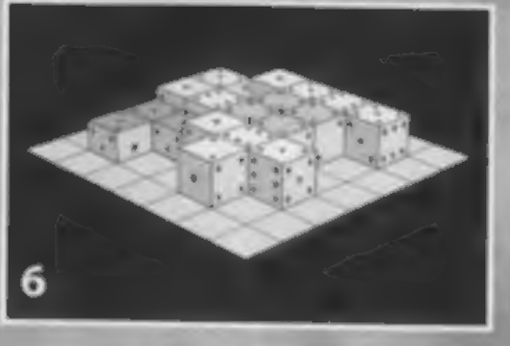










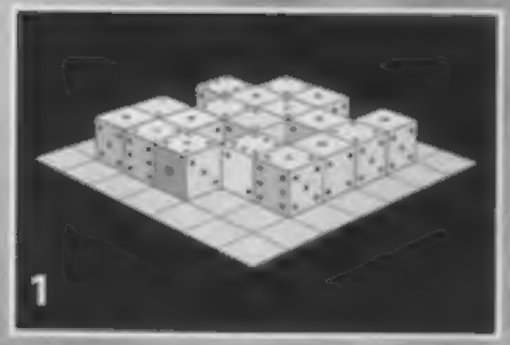


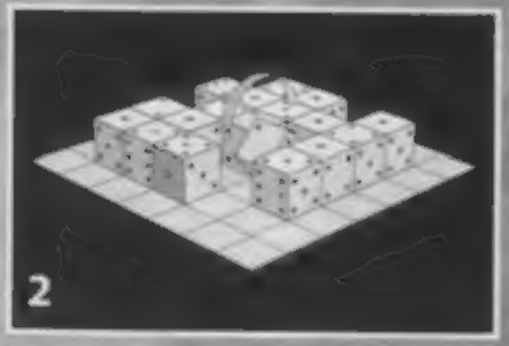
Ah ha!

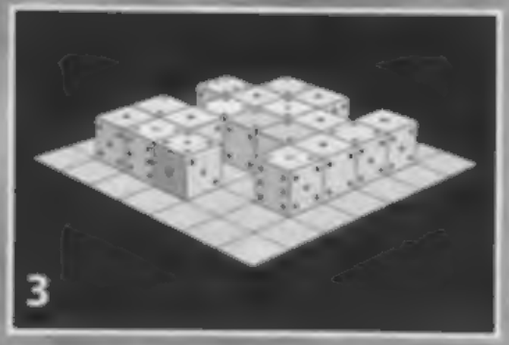
Now look, it's really difficult to move the dice when there aren't many empty spaces....

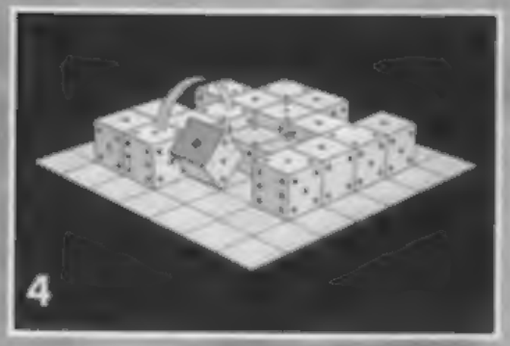
Not at all. If you start by getting rid of those ⚀ ...

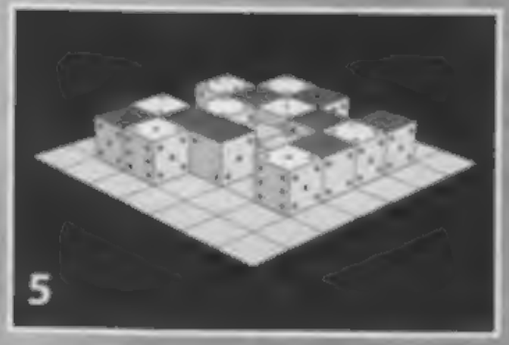
...then bring a ⚁ over to join them, and you've got a Happy One!

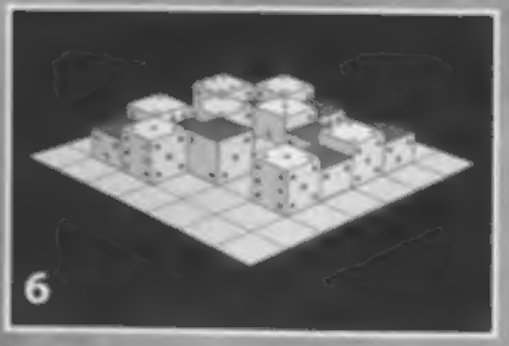








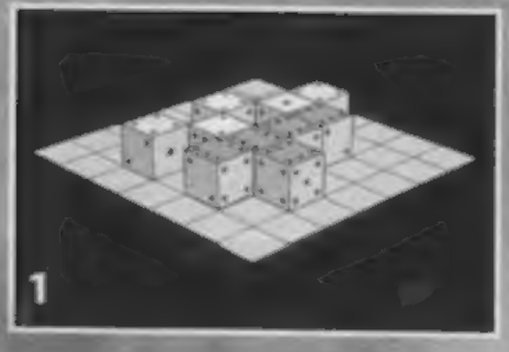


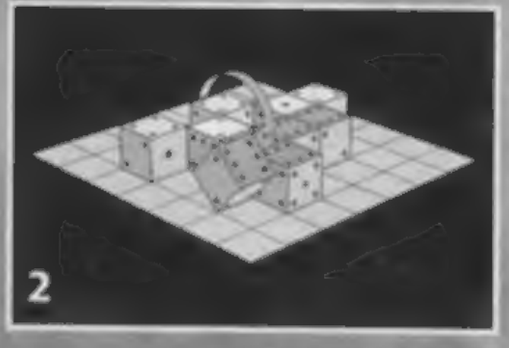


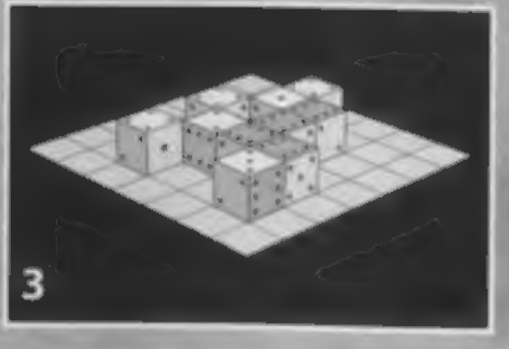
This is excellent! Now it's easy to move the dice where I want them!

Are you using a methodical approach to getting chains?

Well, I can get a chain just by rolling the dice around at random.... But is there a better way to do it?





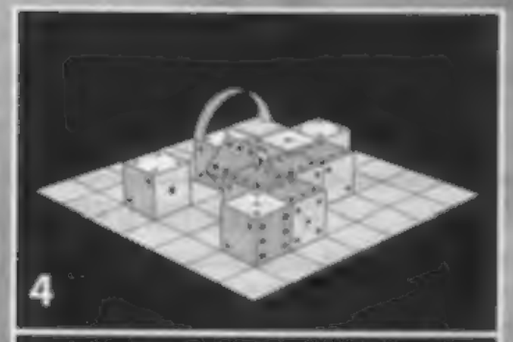


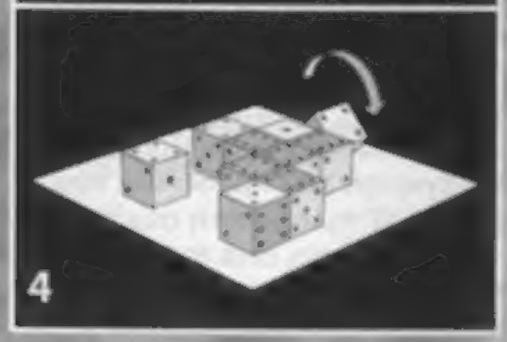
Yes. First, it doesn't matter how many dots you go for, so keep joining more dice to the chain right up until just before they disappear.....

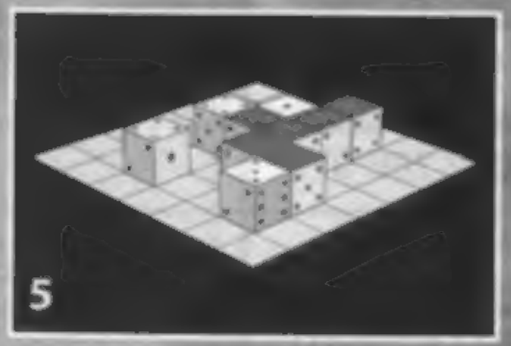
.....and then hop quickly onto a block outside of the chain.

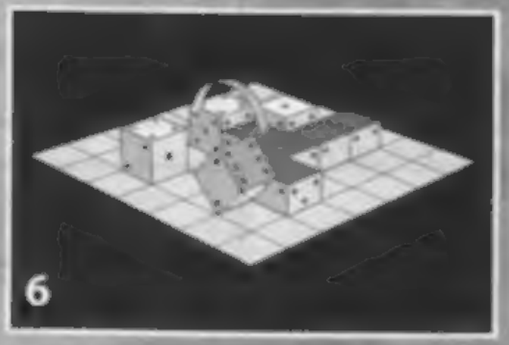
Then, before the chain disappears, bring more dice over from other locations.....

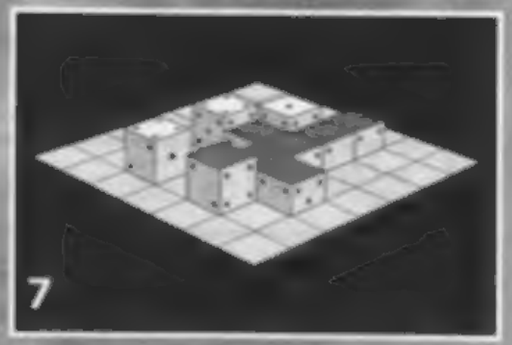
.... and flip them into the chain, so that they start to vanish!











I've cracked it!